LISTING OF THE CLAIMS

1. (canceled).

2. (canceled).

3. (canceled).

4. (withdrawn) A method of enabling a user to create an instance in a formal language of the kind which has a strictly defined syntax, comprising

     providing a graphically displayed list of entries which are expressed in natural language and which do not comply with said syntax,

     permitting the user to point to an entry on said list, and

     automatically generating said instance corresponding to the identified entry in the list in response to said pointing.

5. (withdrawn) A method of generating a table for aiding conversion of voiced utterances to control commands for use in controlling an operating system of a computer to achieve desired actions in an application program running under the operating system, said application program including menus and control buttons, said method comprising

     automatically by computer parsing an application program to identify menu entries and control buttons, and

automatically by computer placing a table entry in said table for each menu entry and

control button found in the application program, each table entry placed in said table containing

one of said control commands corresponding to said menu entry or control button.

6. (previously amended) A voice user interface system for producing input to a computer,

said computer having a display, said display having a pointer indicating a position on said

display, and a program for execution on said computer, a state of said program comprising a

configuration on said display, said configuration being associated with control of said program

and having a graphical element, the system comprising

a voice recognizer for recognizing a voiced utterance and for providing corresponding

signals as input to said computer, and

a converter for converting said voiced utterance into a command string including a

command positioning said pointer at coordinates specified relative to a graphical element of said

configuration other than said pointer.

7. (previously amended): The system of claim 6 wherein said command string further

comprises a command to said program.

8 -13 (canceled).

14. (previously amended) A voice user interface device comprising

a converter for converting a voiced utterance belonging to a set of voiced

utterances into a corresponding signal as an input to a computer or into a command to

a program, the internal command comprising a member of a set of internal commands, the set of

internal commands being determined by the converter during operation of the converter. the

converter being capable of recognizing the voiced utterance as either one to be converted to said

signal or as one to be converted to said command.

15. (canceled)

16. (withdrawn) A method that is at least partially automated, comprising assembling a table of

entries, each of the entries including an utterable token, and program control information to be

invoked in response to uttering of the token.

17. (withdrawn) The method of claim 16 wherein the tokens are arranged hierarchically

in the table.

18. (withdrawn) The method of claim 16 wherein the tokens comprise names that are

displayed in a user interface.

19. (withdrawn) The method of claim 18 wherein the names comprise menu items, button

captions, or words.

20. (withdrawn) The method of claim 16 wherein the program control information comprises

sequences of instructions corresponding to each of the tokens.

21. (withdrawn) The method of claim 20 wherein the sequences of instructions are command strings in the form of events to be entered into an event queue of an operating system.

22. (withdrawn) The method of claim 16 wherein the sequence of instructions corresponding to a given token is the sequence of instructions that is executed by the program when the corresponding token is invoked by the user via a user interface.

23. (withdrawn) The method of claim 16 wherein the assembling comprises automatically analyzing program instructions to identify tokens for inclusion in the table.

24. (withdrawn) The method of claim 17 wherein the analyzing comprises identifying user interface names that appear in the program instructions.

25. (withdrawn) The method of claim 16 wherein the assembling comprises automatically analyzing the program instructions to identify program control information for inclusion in the table.

26. (withdrawn) The method of claim 25 wherein the analyzing comprises identifying command strings associated with the tokens.

27. (withdrawn) The method of claim 16 wherein the assembling comprises automatically analyzing text to identify individual words for inclusion in the table.

28. (withdrawn) The method of claim 16 wherein the assembling comprises recording a

series of actions taken by a user in using a program.

29. (withdrawn) The method of claim 16 wherein the actions include pointer operations

and keystrokes.

30. (withdrawn) A method that is at least partially automated, comprising

assembling a table of entries, each of the entries including an utterable menu item or button

caption that is displayable in a user interface, and command strings that correspond to the menu

items and button captions, the command strings to be invoked in response to uttering of the items

or captions.

31. (withdrawn) A stored digital data structure comprising a table of entries, each of the entries

including an utterable token and program control information to be invoked in response to

uttering of the token.

32. (withdrawn) A stored program comprising an instruction sequence, the execution of which

assembles a table of entries each of the entries including an utterable token and program control

information to be invoked in response to uttering of the token.

33. (withdrawn) A voice controlled device comprising a processor, and a stored instruction

sequence, the execution of which by the processor assembles a table or entries, each of the

entries including an utterable token and program control information to be invoked in response to

uttering of the token.

34. (withdrawn) A voice control method comprising executing a program having a user interface

that displays invocable tokens associated by the program with respective instruction sequences in

the program, and in response to an utterance corresponding to a selected one of the tokens,

executing one of the instruction sequences that differs from the instruction sequence associated

by the program with the selected one of the tokens.

35. (previously amended) A method for use with a machine having a pointing device, a

graphical user interface, and an application program, the graphical user interface being controlled

at least in part by a control signal that can be invoked in response to the pointing device, the

graphical user interface enabling a user to launch the application program, the method

comprising:

 receiving a voiced utterance from a user; and

 launching the application program in response to the received voiced utterance without

invoking the control signal.

36. (previously amended) The method of claim 35 in which an operating system provides the

graphical interface.

37. (previously amended) The method of claim 35 in which the graphical user interface is shown

on a display.

38. (previously amended) The method of claim 35 in which the machine comprises a computer.

39. (previously amended) The method of claim 35 in which there are multiple application programs and also comprising:

the graphical user interface enabling a user to launch each of the application programs, and

launching at least one of the application programs in response to the received voiced utterance.

40. (previously amended) The method of claim 35 in which

there are multiple application programs, an operating system provides the graphical user interface, the graphical user interface is shown on a display, and the machine comprises a computer,

the graphical user interface enabling a user to launch each of the application programs, and

launching at least one of the application programs in response to the received voiced utterance.

41. (previously amended) A method for use with a machine having a pointing device, and a graphical user interface that includes a cursor and at least one other graphical item, the method comprising:

receiving a voiced utterance from a user; and

manipulating the one other graphical item, separately from the cursor, in response to

receiving the voiced utterance.

42. (previously amended) The method of claim 41 in which an operating system provides the

graphical user interface.

43. (previously amended) The method of claim 41 in which the graphical user interface is shown

on a display.

44. (previously amended) The method of claim 41 in which the machine comprises a computer.

45. (previously amended) The method of claim 41 in which there are multiple other graphical

items, the method also comprising manipulating at least one of the other graphical items based

on the voiced utterance that is received.

46. (previously amended) The method of claim 45 in which the one other graphical item

comprises a window.

47. (previously amended) The method of claim 46 in which manipulating the one other graphical

item comprises performing a graphical operation on the window.

48. (previously amended) The method of claim 47 in which the graphical operation comprises

closing the window.

49. (previously amended) The method of claim 47 in which the graphical operation comprises moving the window.

50. (previously amended) The method of claim 47 in which the graphical operation comprises zooming the window.

51. (previously amended) The method of claim 47 in which the graphical operation comprises moving the window toward the front or rear of a stack.

52. (previously amended) A method for use with a machine having a pointing device and an operating system providing a graphical user interface that includes a menu that may be invoked in response to the pointing device, the pointing device being capable of sending a control signal to the graphical user interface, the menu including selectable menu items associated with respective functions that may be performed, the method comprising:

receiving a first voiced utterance from a user; and

displaying the menu in response to receiving the first voiced utterance without invoking the control signal.

53. (previously amended) The method of claim 52 in which there are multiple menus that may be invoked in response to the pointing device, each of the menus including selectable menu items associated with respective functions that may be performed.

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54. (previously amended) The method of claim 52 in which the graphical user interface is shown on a display.

55. (previously amended) The method of claim 52 in which the machine comprises a computer.

56. (previously amended) The method of claim 52 also including receiving a second voiced utterance from a user;

     in response to receiving the second voiced utterance, performing a function associated with a menu item included on said displayed menu.

57. (previously amended) The method of claim 56, also comprising, in response to the second voiced utterance, modifying the appearance of the included menu item.

58-59. (canceled)

60. (previously amended) The device of claim 14, wherein the set of commands is determined by reference to a text file.

61. (previously amended) The device of claim 14, wherein the set of commands is determined by reference to a clipboard.

62. (currently amended) The ~~system~~ <u>device</u> of claim 14, wherein the set of commands is determined by parsing the instructions device an application.